TITLE: "UNCLE GRUBBY" STORY # PROJECT# 601.21 FINISHED SCRIPT: 11/25/85 WRITTEN BY: Will Ryan LYRICS: Will Ryan MUSIC : George Wilkins

CHARACTERS: Teddy, Grubby, Gimmick, Fuzz Fob, Bounders, Wooly, Fred & Fay Fob BACKGROUND: Gimmick's House, the Woods PROPS: TRANSPORTATION:

NEW: Frank & Fay Fob, 3 Fob Eggs (3 Baby Fobs) NEW: NEW: NEW:

MUSIC: "Come Dream with Me Tonight" (intro/Ken Forsse), "Don't Forget to Sleep," "Sometimes You've Got to Take Your Time!"

PG #	SCENE	CHARACTERS	ACTION/SYNOPSIS/SONG	BALLOON	NEW
COV.	INT: Gimmick's House	Teddy & Grubby	Teddy greets child. Grubby asks Teddy to tell the story about the Fobs again.	SUB-HEAD: "Grubby finds three good reasons to be patient." VALU ST: "This story shows the value of patience. What takes a little time can be well worth the wait!"	
1-2	"	Teddy, Grubby, Gimmick & Fuzz Fob	Gimmick is going to write a book all about Fobs because Fuzz asks him questions about Fobs and Gimmick doesn't have all of the answers.	Fuzz the Fob asked Gimmick to tell him all about Fobs.	Gimmick starts to write book about Fobs
3-4	"	Teddy, Grubby, Gimmick & Fuzz	Chapter one states the Fobs must live near Rainbow Falls in order to keep their bright colors. Teddy, Grubby & Fuzz suspect that is not right.	Fobs are happy creatures that come in a rainbow of colors.	
5-6	"	Teddy, Grubby, & Gimmick	Gimmick decides he doesn't have enough facts. He asks Teddy and Grubby to research how the Fobs keep their bright colors.	You did check your information for accuracy, didn't you, Gimmick?	
7-8	EXT: Going to Rainbow Falls	Teddy, Grubby, Bounders & Wooly	On their way to Rainbow Falls, Teddy & Grubby meet Wooly chasing Bounders, who were playing marbles with three Fob eggs. Wooly shows them the eggs.	We saw a group of Bounders run real fast right past us!	Three Fob Eggs
9-10	EXT: Clearing in the woods	Teddy, Grubby, & Wooly	The eggs were safe, so Teddy, Grubby & Wooly wait for the parents. It was getting cold and dark, so Wooly went home and Teddy & Grubby took the eggs to Gimmick's.	There in a clearing were three little Fob eggs.	
11-12	INT: Gimmick's House	Teddy, Grubby, & Gimmick	Gimmick has never seen a Fob egg before. He thinks they should be kept in a cool place on a hard surface. Teddy & Grubby disagree with him.	Hey Gimmick...look what we found!	
13-14	"	Teddy, Grubby, Gimmick & Fuzz	Grubby is perfect to sit on the Fob eggs...until the parents can be found.	It's you Grubby! You're perfect for the job!	
15-16	"	Teddy, Grubby, & Gimmick	Grubby finds that "egg sittin'" isn't so bad after all, and wonders if he'll be a mother or father when the eggs hatch. Teddy says maybe he'll be an "uncle."	Egg sittin' isn't so bad after all.	
17-18	"	Teddy, Grubby, Gimmick & Fuzz	SONG: "Don't Forget to Sleep"	"Don't Forget to Sleep"	
19-20	"	Teddy, Grubby, Gimmick, Fuzz, Wooly, Frank & Fay Fob	Wooly appears the next morning with the eggs' parents. They tell Gimmick about the underground streams from Rainbow Falls. Suddenly, the eggs begin to hatch!	The Fobs were so happy to find all three of their eggs safe & sound under Grubby.	Frank & Fay Fob
21-22	"	All	The three baby Fobs pop out, "Eep, eep, eep!" Teddy thinks they are thanking Grubby for keeping them warm. Grubby becomes "Uncle Grubby."	Out of the orange, purple and blue eggs popped three baby Fobs!	Three Baby Fobs
23-24	"	Teddy, Grubby, Gimmick, Fuzz, & Baby Fobs	The Fobs say good-bye. Fuzz learned alot about Fobs, and Grubby learned alot about patience.	We said good-bye to Frank and Fay Fob and their new baby Fobs.	
25-26	"	Teddy, Grubby, & Fuzz	SONG: "Sometimes You've Got to Take Your Time!"	"Sometimes You've Got to Take Your Time!"	

"THE DO-ALONG SONGBOOK" • • 001.22 [illegible] 12/3/80 [illegible] Tom Baron [illegible] George Wilkins

CHARACTERS: Teddy, Grubby & Gimmick	BACKGROUND:	PROPS:	TRANSPORTATION:
NEW:	NEW:	NEW:	NEW:

SONGS: "Come Dream with Me Tonight" (intro/Ken Forsse), "Clap Your Hands, Stomp Your Feet," "I'm an Octopede," "A Round," "La-Dee-Da," "The Teddy Hop"

PG #	SCENE	CHARACTERS	ACTION/SYNOPSIS/SONG	NEW
COVER		Grubby	"Come Dream with Me Tonight..."	
1-2		Teddy & Grubby	Grubby introduces himself to child as Teddy enters and asks what he is doing. Grubby says he is thinking about telling a story.	
3-4		Teddy & Grubby	Teddy suggests that instead of telling a story, they should sing some so-along songs.	
5-6		Teddy & Grubby	SONG: "Clap Your Hands, Stomp Your Feet"	
7-8		Teddy & Grubby	Song continues.	
9-10		Teddy & Grubby	Grubby suggests singing, "I'm an Octopede." Teddy says it may be hard to do for someone with only one left leg and one right leg.	
11-12		Teddy, Grubby, & Gimmick	Gimmick offers to help, telling Teddy that two people together can be an octopede...or one person can be half an octopede.	
13-14		Teddy, Grubby, & Gimmick	SONG: "I'm an Octopede"	
15-16		Teddy, Grubby, & Gimmick	Song continues.	
17-18		Teddy, Grubby, & Gimmick	Teddy suggests singing a "round," which is a song sung in circles, and, because they're tired, they can sit down and sing.	
19-20		Teddy, Grubby, & Gimmick	SONG: "A Round"	
21-22		Teddy, Grubby, & Gimmick	Song continues.	
23-24		Teddy, Grubby, & Gimmick	Teddy now wants to sing an answer song. Grubby asks, "What's the question?".	
25-26		Teddy, Grubby, & Gimmick	SONG: "La-Dee-Da"	
27-28		Teddy, Grubby, & Gimmick	Song continues.	
29-30		Teddy, Grubby, & Gimmick	Grubby says he's tired of sitting and wants to do a jumping around song. Teddy starts making up "The Teddy Hop."	
31-32		Teddy, Grubby, & Gimmick	SONG: "The Teddy Hop"	
33-34		Teddy & Grubby	Teddy says they are finished and Grubby tells the child good-bye...among other things!	

TITLE: "GRUNDO BEACH PARTY" STORY # PROJECT # 601.23 FINISHED: SCRIPT 2/18/86 WRITTEN: BY Will Ryan LYRICS: Will Ryan MUSIC: George Wilkins

CHARACTERS: Teddy, Grubby, Gimmick, Fuzz the Fob, Boomer the Bass Grunge, Fobs, Grunges BACKGROUND: Ben's Beach PROPS: The Amazing Mechanical Surfboard TRANSPORTATION: On foot

NEW: Boomer the Bass Grunge NEW: NEW: " NEW:

SONGS: "Come Dream with Me Tonight" (intro/Ken Forsse), "Beach Party," "If the Water Weren't So Wet," "Boomer the Bass Grunge" (music/Will Ryan), "Be Careful in the Water"

PG #	SCENE	CHARACTERS	ACTION/SYNOPSIS/SONG	NEW
COVER	EXT:	Teddy, Grubby, Gimmick & Fobs	"Come Dream with Me Tonight..."	Gimmick playing bongos
1-2	EXT: Ben's Beach	Teddy & Grubby	Teddy greets child. Grubby asks him to tell a story. Teddy says that he will tell the story of the day they joined the Grunges at Ben's Beach for a Grundo Beach Party.	Grubby holding beach umbrella
3-4	"	Teddy, Grubby, Fobs & Grunges	SONG: "Beach Party"	Fob wearing sunglasses
5-6	"	"	SONG CONTINUES	
7-8	"	"	Everyone was having fun at the beach...everyone except Grubby, who would not go into the water.	Sand castle
9-10	"	Grubby & Fob	SONG: "If the Water Weren't So Wet"	Grubby taking His picture
11-12	"	Teddy, Grubby, Gimmick & Fobs	SONG CONTINUES	Grubby/Rubber Boots - Gimmick /Inner-Tube
13-14	"	Teddy, Grubby, Gimmick, Fuzz the Fob & Grunges	Gimmick and Fuzz the Fob joined the others. Gimmick was carrying a strange looking contraption. Teddy and Grubby ask what it is he's carrying...another invention?	
15-16	"	"	SONG: "The Amazing Mechanical Surfboard"	The Amazing Mechanical Surfboard
17-18	"	Teddy, Grubby, Gimmick & Fuzz	SONG CONTINUES	
19-20	"	Teddy, Grubby, Gimmick, Fuzz, Boomer the Bass Grunge	Fuzz was never to the beach before and was fascinated by everything. Boomer the Bass Grunge arrives and meets Fuzz for the first time.	Boomer
21-22	"	Teddy, Grubby, Gimmick, Fuzz, Fobs, Boomer, Grunges	SONG: "Boomer the Bass Grunge"	
23-24	"	Teddy, Grubby, Fuzz, Fobs, Boomer, Grunges	SONG CONTINUES	
25-26	"	Teddy, Grubby, Gimmick, Fuzz, Boomer, Fobs	Fuzz loved the water, but was warned to be careful. Everyone was having lunch when they noticed that Fuzz was missing. "HELP!" Fuzz was way out in the water.	
27-28	EXT: Water	Grubby & Fuzz	Grubby dove into the water and swam faster than anyone else could, using all eight legs. Fuzz got on his back and Grubby swam back to shore.	Grubby swimming
29-30	EXT: Ben's Beach	Teddy, Grubby, Gimmick, Fuzz, Boomer , Fobs	Gimmick asked Fuzz if he was alright. Teddy congratulated Grubby, but didn't know that Grubby could swim. Grubby could swim but just didn't like the water. Teddy warns to always be careful in/near the water.	
31-32	"	Teddy, Grubby, Fuzz	SONG: "Be Careful in the Water"	
33-34	"	Teddy, Grubby, Gimmick, Fuzz,	SONG CONTINUES, Teddy says they can be safe and still have fun in the water. Grubby still doesn't like the water...it's just too wet! REPRISE: "Be careful in the water..."	

TITLE: "THE MUSHROOM FOREST" # # 601.24 SCRIPT : 3/25/86 BY : Phil Baron MUSIC : George Wilkins

CHARACTERS: Teddy, Grubby, Gimmick, Nothings/Anythings (This, That, The Other) BACKGROUND: The Great Desert, Mushroom Forest PROPS: TRANSPORTATION: the Airship

NEW: Nothings/Anythings NEW: Mushroom Forest NEW: NEW:

SONGS: "Come Dream with Me Tonight..." (intro/Ken Forsse), "It's So Hot" (Phil Baron), "Hide & Seek" and "You Are an Anything" (Ken Forsse)

PG #	SCENE	CHARACTERS	ACTION/SYNOPSIS/SONG	NEW
COVER	EXT: Mushroom Forest	Teddy, Grubby, Anythings	"Come Dream with Me Tonight..."	Anythings
1-2	EXT: The Great Desert	Teddy, Grubby, Gimmick	Teddy greets child and says it's too hot in The Great Desert to tell a story. Gimmick wanted to see the rock formations in the desert. Teddy suggests singing a song. Grubby says that will only make him hotter.	
3-4	"	Teddy & Grubby	SONG: "It's So Hot"	Glass of lemonade, Hand fan, Fried egg in pan
5-6	"	Teddy, Grubby, Gimmick	Grubby says he was tricked into singing, but Teddy reminds him that it did make him forget the heat. Teddy suggests that they go to the Mushroom Forest - it's cool there all the time. Gimmick agrees.	
7-8	EXT: Mushroom Forest	"	They fly in the Airship to the center of the Mushroom Forest and land in a small clearing. It was cool there and they decide to sit down and relax awhile.	
9-10	"	"	Gimmick trips over a rock...it was a rock, but now it's a bush. Something strange was happening. Grubby sits on a big mushroom...whoops!	
11-12	"	Teddy, Grubby, Gimmick, This (a Nothing)	The mushroom went out from under Grubby, and started walking away. They try to talk it it. The mushroom is very shy, but finally it decides to speak saying it is a Nothing named This.	This, a Nothing
13-14	"	"	This tells them he was one of a shy family of creatures, Nothings, who had no shape of their own. This helped them to hide from danger. This was the bravest of the Nothings and he was the first to speak to anyone on nearly 100 years.	
15-16	"	Teddy, Grubby, Gimmick, This, Nothings	A flower pops up under Grubby's nose, and a bush pokes Gimmick in the back, and a bunch of mushrooms start dancing in front of Teddy. They had been surrounded by Nothings all along.	
17-18	"	Teddy, Grubby, Gimmick, This, That, The Other, Nothings	That and The Other introduce themselves as more and more Nothings start to appear. This asks Teddy, Grubby and Gimmick if they would like to play a game...their favorite game, "Hide and Seek."	That, a Nothing The Other, "
19-20	"	"	SONG: "Hide and Seek"	
21-22	"	"	SONG CONTINUES	
23-24	"	"	SONG CONTINUES	
25-26	"	"	After the game, the Nothings put on a show, changing into a hundred different shapes and sizes. Teddy says he doesn't think they should call themselves Nothings anymore...but Anythings.	
27-28	"	"	SONG: "You Are an Anything"	
29-30	"	"	SONG CONTINUES	
31-32	"	"	The Anythings like their new name. They want to make Teddy, Grubby & Gimmick honorary Anythings. The Anythings learned from them that they could be brave and be friends.	
33-34	"	"	As Teddy, Grubby & Gimmick sail off in the Airship, the Anythings wave goodbye. SONG REPRISE: "You Are an Anything"	

TITLE: "THE SIGN OF A FRIEND" | STORY # | PROJECT # 601.25 | FINISHED SCRIPT: 3/26/86 | WRITTEN BY: Michelle Baron | LYRICS: Michelle Baron | MUSIC: George Wilkins

CHARACTERS: Teddy, Grubby, Gimmick, Leota, Katie, Leota's Students | BACKGROUND: Forest, Leota's Tree School | PROPS: Shush-bush | TRANSPORTATION:

NEW: Katie, Leota's Students | NEW: Leota's Tree School | NEW: Shush-bush | NEW:

SONGS: "Come Dream with Me Tonight" (intro/Ken Forsse), "It's Nice to Meet You," "The Sign of a Friend"

PG #	SCENE	CHARACTERS	ACTION/SYNOPSIS/SONG	NEW
COVER	EXT: Forest	Teddy & Grubby	SONG: "Come Dream with Me Tonight..."	
1-2	"	Teddy, Grubby, Gimmick	Teddy and Grubby talk about the importance of being able to talk, and remember what happened one day when they went on a nature hike with Gimmick. Gimmick told them the names of all the different plants there.	
3-4	"	"	One of the plants produced a red dye which Gimmick used in his tablecloth. Another plant was an herb which Gimmick used in all his soup broths...the "soup weed."	
5-6	"	"	As they were picking the "soup weed," Grubby started eating the leaves and berries of the "shush-bush." Gimmick excitedly told Grubby not to eat that plant because he could lose his voice.	shush-bush
7-8	"	"	Grubby said that was silly...the berries tasted too good to be bad. But Grubby did lose his voice.	Grubby loses his voice.
9-10	"	"	Teddy and Gimmick were trying to figure out what Grubby was trying to say when Teddy asked Gimmick if he had a pencil and paper. Grubby could write down what he wanted to say.	
11-12	"	"	Grubby wanted to know how long it would be for his voice to come back. Gimmick said it could be anywhere from one hour to ten years. This made Grubby very upset.	
13-14	"	Teddy, Grubby Gimmick, Leota	Leota joined them and told Grubby that even though he couldn't speak, he could learn to talk with his hands using Sign Language.	Sign Language
15-16	"	"	Leota showed Teddy, Grubby & Gimmick how to sign "It's nice to meet you."	
17-18	"	"	SONG: "It's Nice to Meet You"	
19-20	"	"	SONG CONTINUED	
21-22	"	"	Leota explained that she and her class had learned to sign from a deaf student in her class, Katie. She also told them they could learn "fingerspelling" to say their names.	
23-24	"	"	Leota spelled Teddy, Grubby & Gimmick's names and then gave them each a special "name sign." She also invited them to her school the next day, and would bring them a book that night with many signs to learn.	
25-26	INT: Gimmick's House	Teddy, Grubby, Gimmick	That night, after Leota brought them the book, Teddy, Gimmick & especially Grubby learned as many signs as they could. Tehy even signed at dinner, not saying a word. The next morning they went to Leota's.	
27-28	EXT: Leota's School	Teddy, Grubby, Gimmick, Leota, Students	At Leota's school, Grubby quickly began introducing himself and his friends to the students by finger-spelling and their name signs. The students were surprised and then started introducing themselves in Sign Language, until finally they met Katie.	Leota's School, Katie, Students
29-30	"	Teddy, Grubby, Gimmick, Katie, Students	Teddy, Grubby, Gimmick and Katie signed that it was nice to meet each other, when Grubby got his voice back!	
31-32	"	Teddy, Grubby, Gimmick, Leota, Katie, Students	Leota reminds Teddy, Grubby and Gimmick that Sign Language is not the only way to talk without saying a word...a pat on the back, a handshake say things, too. They're all special signs of a friend.	
33-34	"	All	SONG: "The Sign of a Friend"	

Possible TV series outline

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 1

1. FADED FOBS
2. THE WOOLY WHAT'S-IT
3. TWEEG & THE BOUNDERS
4. SING IT
5. THE MEDICINE WAGON

WEEK 2 - INVENTIONS

1. THE CRYSTALS
2. BACK TO THE DRAWING BOARD
3. THE BEST INVENTION
4. TWEEG'S DEATH
5. DOUBLE GRUBBY

WEEK 3 - MAVO

1. TWEEG'S CANNON
2. GOOD OR BAD
3. TWEEG'S MOM
4. THE MAVO MEETING
5. DON'T CALL US

WEEK 4 - JUNGLE

1. SAFARI
2. GRUNGE MUSIC
3. JUNGLE FEVER
4. JUNGLE JINX
5. ANYBODY GOT AN ARK

WEEK 5 - GENERIC GRUNDO

1. UNCLE GRUBBY
2. THE DAY TEDDY MET GRUBBY
3. SPRINGTIME SINGTIME
4. SIGN OF A FRIEND
5. TEDDY RUXPIN'S BIRTHDAY

WEEK 6 - REDUCING MACHINE

1. TAKE A GOOD LOOK
2. GRUBBY'S ROMANCE
3. BIG OR SMALL
4. ROLLING ALONG
5. ONE MORE SPOT

WEEK 7 - MUSHROOM FOREST

1. BEAT THE HEAT
2. MUSHROOM FOREST
3. TIMBER!
4. SPLIT LEVEL FUNGUS
5. THE MOSS MONSTER

WEEK 8 - AUTUMN

1. BOGGLEY WOODS
2. FALLING FOR YOU/BOGGLEY CIRCUS
3. GONE WITH THE WIND
4. HARVEST GRUNDO STYLE
5. AUTUMN ADVENTURE

WEEK 9 - KING NOGBURT'S

1. A MESSAGE FROM OLD FRIENDS
2. THE KINGDOM OF GRUNDO
3. DRAGON'S BREATH
4. THE JOUST
5. THE RIGHTFUL KING

WEEK 10. - THE GREAT DESERT

1. TEDDY AND THE MUDBLUPS
2. UNDERGROUND WORLD
3. DIG HERE
4. MOLE PEOPLE
5. VOLCANO

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 11 - THE RACE

1. THE RACE
2. A BETTER DESIGN
3. OPENING DAY
4. CROSS COUNTRY
5. THE FINISH LINE

WEEK 12 - ELECTRICITY

1. ELECTRICITY
2. SPARK OF LIVE
3. IN A RUBBER SUIT
4. SATURDAY NIGHT BOUNDER
5. L.B.'S WEDDING

WEEK 13 - WINTER

1. THE FIRST SNOW
2. WINTER
3. DOWN HILL
4. SNOW CREATURE
5. TEDDY'S WINTER ADVENTURE

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 1-WELCOME TO GRUNDO

1. FADED FOBS: Why are the Fobs losing their color? Teddy Ruxpin and Grubby try to help the Fobs solve their problem, but when Grubby smears strawberry juice on a Fob, it becomes a sticky situation. When they ask the Wooly What's-It to lend a hand, his approach leaves everyone up in the air... literally.

2. THE WOOLY WHAT'S-IT: Wooly shows just how strong he is. In a storm, Wooly's physical strength saves Leota's Schooltree, and when he joins her class, his inner strength is tested. But is there anything that can make the Wooly What's-It give up?

3. TWEEG AND THE BOUNDERS: The greedy Tweeg is trying to make gold out of buttermilk, but somehow, his experiments always meet with disaster. His dream of being rich is in serious jeopardy when his mother cuts his allowance. L.B. and the Bounders help him, but at someone else's expense.

4. SING IT: Teddy and Grubby sing some of their greatest hits from All About Bears and Teddy Ruxpin Lullabies including their smash singles "My Best Friend is an Illiop" and "Teddy Bears." The lullabies are a crucial element of naptime in Grundo.

5. THE MEDICINE WAGON: When Tweeg runs out of money, he goes into the medicine wagon business. He tricks Gimmick, Teddy and Grubby into giving him vital supplies in exchange for phony remedies. The three friends learn that it's best not to take things from strangers.

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WEEK 2 - INVENTIONS

1. THE CRYSTALS: Teddy, Grubby and Gimmick visit the Wizard and the Hard to Find City to find out more about the crystals. Tweeg and L.B. trail along, surreptitiously plotting strategy. The expedition brings discoveries that answer some questions and ask others.

2. BACK TO THE DRAWING BOARD: This year's science fair at Leota's school is a contest of invention designs. The winner will get to actually build his invention, with the help of Gimmick. The students are overflowing with ideas, and Teddy, Grubby and Gimmick give help and advice to everyone.

3. THE BEST INVENTION: Gimmick is planning his greatest invention yet. It is top secret, and everyone is burning with curiosity. He needs help to complete the project, and gives people turns cranking an odd handle. Finally the invention is complete and it is... strawberry ice cream.

4. TWEEG'S DEATH: Tweeg fakes a disastrous accident, and plans a display of special effects to make Gimmick, Teddy and Grubby think that he is a ghost and scare them into giving him the crystals. The scheme works till Tweeg's flying rig malfunctions.

5. DOUBLE GRUBBY: Gimmick uses one of the crystals to create a duplicating device, and Grubby's voracious appetite results in accidental octopede duplication. Teddy and Gimmick are understandably confused, and Grubby quarrels with Grubby.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 3 - MAVO

1. TWEEG'S CANNON: What else can go wrong? Tweeg finds out in his futile attempts to rid himself of Gimmick. L.B. regularly forewarns Tweeg of impending doom, but is never successful in saving him from the vagaries of Murphy's Law.

2. GOOD OR BAD: Tweeg gives the Bounders a seminar on how to be good at being bad. It starts to sound like "Who's on First". Tweeg demonstrates with several evil schemes that prove unfortunately helpful to others. Accidentally, the Bounders steal the magic crystals and Tweeg triumphantly races off for his Mom's house. Teddy, Grubby, Gimmick and Wooly set off in hot pursuit.

3. TWEEG'S MOM: She tries to get rid of him with a few practical jokes when he knocks at her door, till he convinces her that he has finally been really bad. Glowing with pride, she immediately puts him into training for the MAVO initiation. She is one tough coach. Rocky never had it so bad.

4. THE MAVO MEETING: Tweeg tries once again to become a member of MAVO (Monster and Villain Organization). Villains, Weirdoes and Monsters of every conceivable shape and size are in attendance. Tweeg runs the risk, once again, of being declared "not bad enough" to become a member.

5. DON'T CALL US: Tweeg passes the initial qualifying rounds. As his crowning rotten achievement, he donates the stolen crystals to MAVO. However, a donation is a nice thing to do, and the MAVO rules committee won't stand for it. While this point of parliamentary procedure is debated, Teddy, Grubby, Gimmick and Wooly execute a daring rescue of the crystals.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 4 - JUNGLE

1. SAFARI: Prince Arin and Princess Aruzia ask for help because their kingdom is being harassed by strange flying creatures from The Jungle With No Name. Teddy, Grubby, Gimmick and Wooly join the Prince and Princess on a safari deep into the jungle to investigate. Gimmick brings along his latest wilderness inventions, including the pliable habitat, the porto-bridge, and the auto-climber.

2. GRUNGE MUSIC: The wayfarers arrive at a Grunge Village in time for a jam session. It's hard to sit still with Grunge music. Teddy says he can't dance...But he's in for a surprise. Three evil witch doctors on a nearby mountaintop conspire to put a stop to the revelry.

3. JUNGLE FEVER: The Witch Doctors turn themselves into vulture-like creatures. Armed with magic potion-filled balloons, they dive bomb the village. When the balloons are dropped on the instruments, they can no longer emit sounds. Instead, the horns blow bubbles, and the drums make puffs of smoke. Some of the potion splashes on Teddy, causing a bad case of jungle fever. Teddy's bizarre behavior is symptomatic of the malady.

4. JUNGLE JINX: Princess Aruzia leads an expedition to the nearby mountaintop to find a cure for Teddy's condition. As they approach the top, the witch doctors decide that Wooly would make a good rug. They drop some potion on Arin, changing him into the Iron Warrior, in the hope that he will cut Wooly down to size. While Aruzia Gimmick and Grubby search desparately for an antidote to the potions, Wooly and the Iron Warrior plummet into a lake.

5. ANYBODY GOT AN ARK?: The swimming inspires the furious witch doctors to drown everyone below. They cast a spell to flood the Grunge Village. Everybody joins in rapid treehouse construction to stay dry. Passing hydrofowl are harnessed, and the gang learns to waterski. Gimmick discovers that the airship floats, and they bid adieu to the tree-dwelling Grunges and the soggy witch doctors.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 5 - GENERIC GRUNDO

1. UNCLE GRUBBY: Wooly catches the Bounders playing marbles with some Fob eggs. He chases off the Bounders, but someone has to hatch the orphaned eggs. Grubby comes to the rescue, ~~until~~ when the proud parents are found, ~~and~~ the Fob family is reunited.

2. THE DAY TEDDY MET GRUBBY: Teddy and Grubby tell Gimmick about the unusual circumstances of their first meeting. Teddy was planting potatoes by day, and Grubby was harvesting roots by night. Both were somewhat mystified, till they discovered that they were in the same garden.

3. GRUNDO SINGTIME: Music video comes to Grundo for exhuberant renditions of "Fobs are Gobs of Fun," "Grubby's Roasted Root Stew," "A Happy Sing-Along Song," and "I'm an Honorary Grunge."

4. SIGN OF A FRIEND: When Grubby eats some "shush bush" on a nature hike, he temporarily loses his voice. Leota teaches Teddy, Grubby and Gimmick how to do sign language. They visit Leota's class, and use sign language to communicate with all the students, including Toby, who is deaf.

5. TEDDY RUXPIN'S BIRTHDAY: It's that time of year again. Does Grubby really remember everything about Teddy? Teddy doesn't think so. All of Teddy's friends get together to give him an outdoor surprise party. Everyone participates in a spirited game of Grunge ball.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 6 - REDUCING MACHINE

1. TAKE A GOOD LOOK: Gimmick uses one of the crystals to build a machine which can shrink things down to a fraction of their original size. Once Teddy, Grubby and Gimmick are tiny, they discover a whole new world in miniature, including whole new dangers.

2. GRUBBY'S ROMANCE: L.B. shrinks Teddy, Grubby, Gimmick and the airship. The wind carries them to an unknown part of the woods. There, Grubby meets a cute caterpillar named Karen, and he is swept off his feet. All eight feet. Grubby may never be the same.

3. BIG OR SMALL: Leota's students are tired of being little. They convince Gimmick to enlarge them, and reduce Wooly. The results are chaotic. The little people realize that being small has advantages that they never noticed before.

4. ROLLING RIGHT ALONG: Gimmick is miniaturized to help Seymour, a young elf who can't walk. Gimmick makes a wheel chair with some remarkable special features for him. The next challenge is to devise a method for Seymour to roll into class at the school tree.

5. ONE MORE SPOT: When Teddy, Grubby and Gimmick are on a picnic, they meet Amanda the lady bug. They shrink down to bug size, and go with her to the bug fair. Amanda is rewarded with three spots for showing kindness to her new friends.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 7 - MUSHROOM FOREST

1. BEAT THE HEAT: An unseasonable heat wave prompts Gimmick to experiment with air conditioning and refrigeration. The results are uncool, so Gimmick, Teddy and Grubby set sail for the mushroom forest to chill out.

2. MUSHROOM FOREST: Teddy, Grubby and Gimmick are lounging on mushrooms when one of the mushrooms runs away. They follow it and meet the "nothings", who are blessed with the ability to change shape at will. Unfortunately, they are not endowed with any self-confidence. Teddy renames them "anythings", and tries to convince them that they have a lot to be proud of.

3. TIMBER!: The Anythings go with Teddy, Grubby and Gimmick to explore The Mushroom Forest. Teddy discovers that some mushrooms make good trampolines. But Teddy's jumping on a giant mushroom topples it over, pinning Grubby beneath it. The Anythings turn themselves into ropes, pulleys and winches to help Gimmick and Teddy save Grubby. In the process, they gain self esteem.

4. SPLIT LEVEL FUNGUS, or A MUSHROOMING EMERGENCY: The elves who live in the forest are upset that the visitors have been mistreating the mushrooms. A family that lived in the giant mushroom is now homeless. Everyone works together to remedy the situation.

5. THE MOSS MONSTER: The Anythings get a lift home to the Moss Forest in the airship. The dreaded Moss Monster soon appears. The Anythings blend in with the scenery, but Teddy, Grubby and Gimmick seem to be trapped. The Anythings again come to the rescue by changing into... Teddy, Grubby and Gimmick. Increasingly confused, the Moss Monster chases them around for a while before divulging a big secret. She is actually a jumbo Anything.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 12 - ELECTRICITY

1. ELECTRICITY: Nonchalantly kite-flying in a rainstorm, Gimmick discovers that the crystals can produce electricity. This breakthrough could change life in Grundo forever. When Gimmick invents the electric sock, tripping in the dark becomes, theoretically, obsolete.

2. SPARK OF LIFE: Teddy, Grubby, and Gimmick try to build electric devices which will benefit their friends and neighbors. The new merry-go-round causes a lot of excitement. Tweeg is convinced that Gimmick is building the ultimate weapon.

3. IN A RUBBER SUIT: Tweeg conscripts the Bounders into service and prepares for the final battle. Spike, the chief spy, overhears Gimmick tell Teddy that rubber does not conduct electricity. So, Tweeg outfits his troops in rubber--inner tubes, plungers, basketballs--and arms them with rubber bands. The confrontation comes when the three protagonists arrive at Tweeg's tower, offering to install an electric garage door opener.

4. SATURDAY NIGHT BOUNDER: The Bounders suggest that instead of the final battle, Tweeg's Tower be made into a disco for an electrifying party. Tweeg plays along, hoping to gain control of the electric crystal, and a truce is signed. At the party, romance blossoms between L.B. and Buffy Bounder.

5. L.B.'s WEDDING: Wedding preparations proceed. On the night of the wedding, while everyone is involved in the ceremony, Tweeg makes his move to swipe the crystal. The crystal will not allow itself to be stolen by Tweeg, and the fireworks are impressive.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 13- WINTER

1. THE FIRST SNOW: The first snow comes unusually early, and everyone except the Woggleys is caught unprepared. They help locate stranded elves, like miniature Saint Bernards. The Wogglies carry flasks of Boggleberry juice. Meanwhile, the baby Fobs discover snow for the first time.

2. WINTER: Jackets, mittens, snowshoes, and ice skates are pulled from closets for skating at the frozen Rainbow Falls. Leota is teaching Grubby to skate, when his six skates cut through the ice. Grubby catches a cold. Gimmick invents the "knitomatic" to make Grubby a scarf.

3. DOWN HILL: The airship is filled with vacationers on a cruise to the mountains. Once there, everyone tries skiing and sledding, and learns to avoid the the perils of the slopes. The sleds are too big for the Fobs, so Gimmick shrinks some toboggans for them. The Fobs love the new foboggans, and find out that it's the most fun when everybody gets a turn.

4. SNOW CREATURE: Everyone in the snow-covered valley is being terrorized by a huge white snow creature, when the Wooly What's It pays a visit. Is the snow creature the missing link to Wooly's ancestry?

5. TEDDY'S WINTER ADVENTURE: Teddy enjoys the winter season. Grubby, Gimmick, and Teddy's other friends share gifts and songs around a warm fire. Tweeg is angered by the singing, and attempts to cannonball (cannonize?) them. The report of the cannon causes an avalanche.

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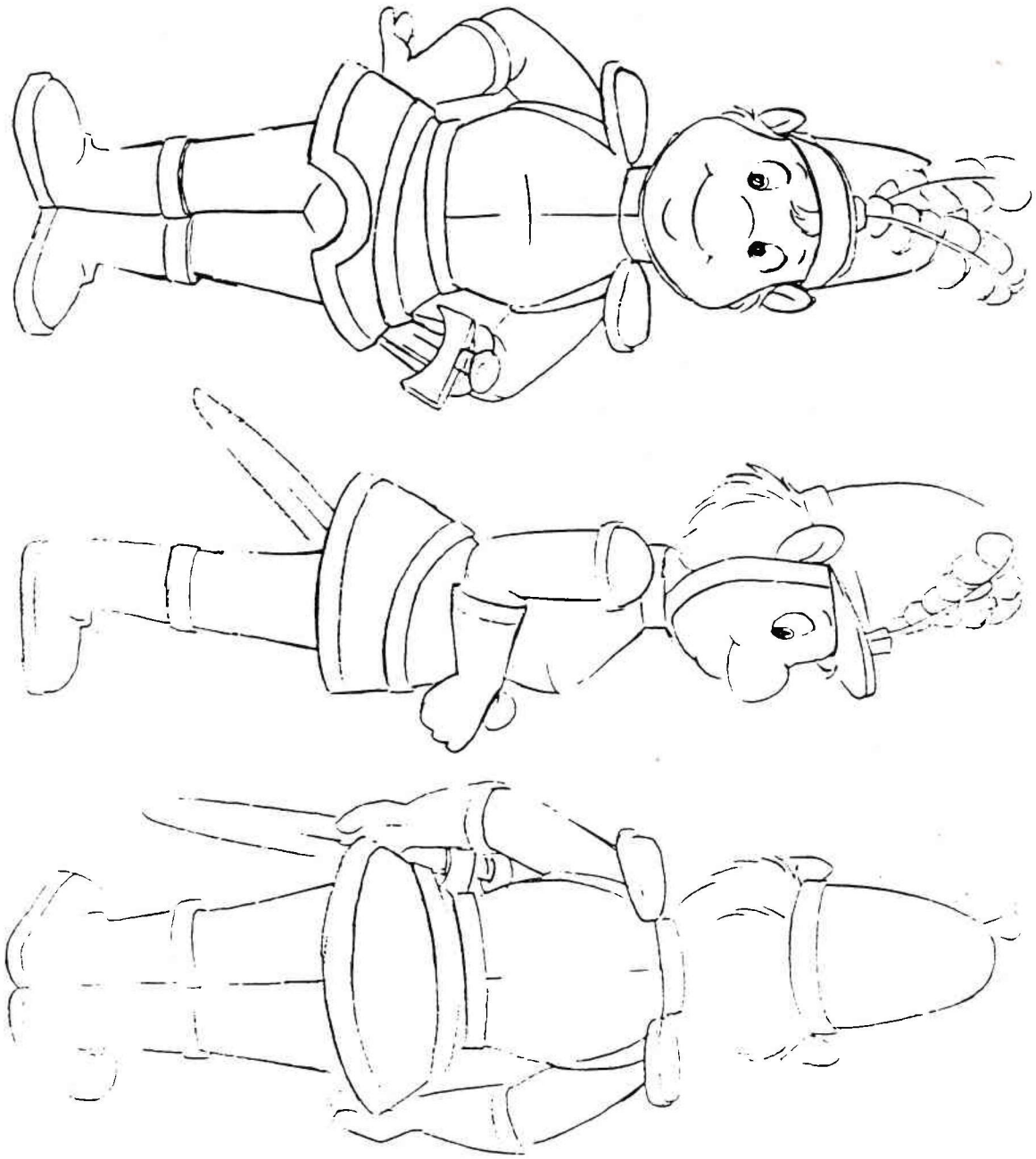
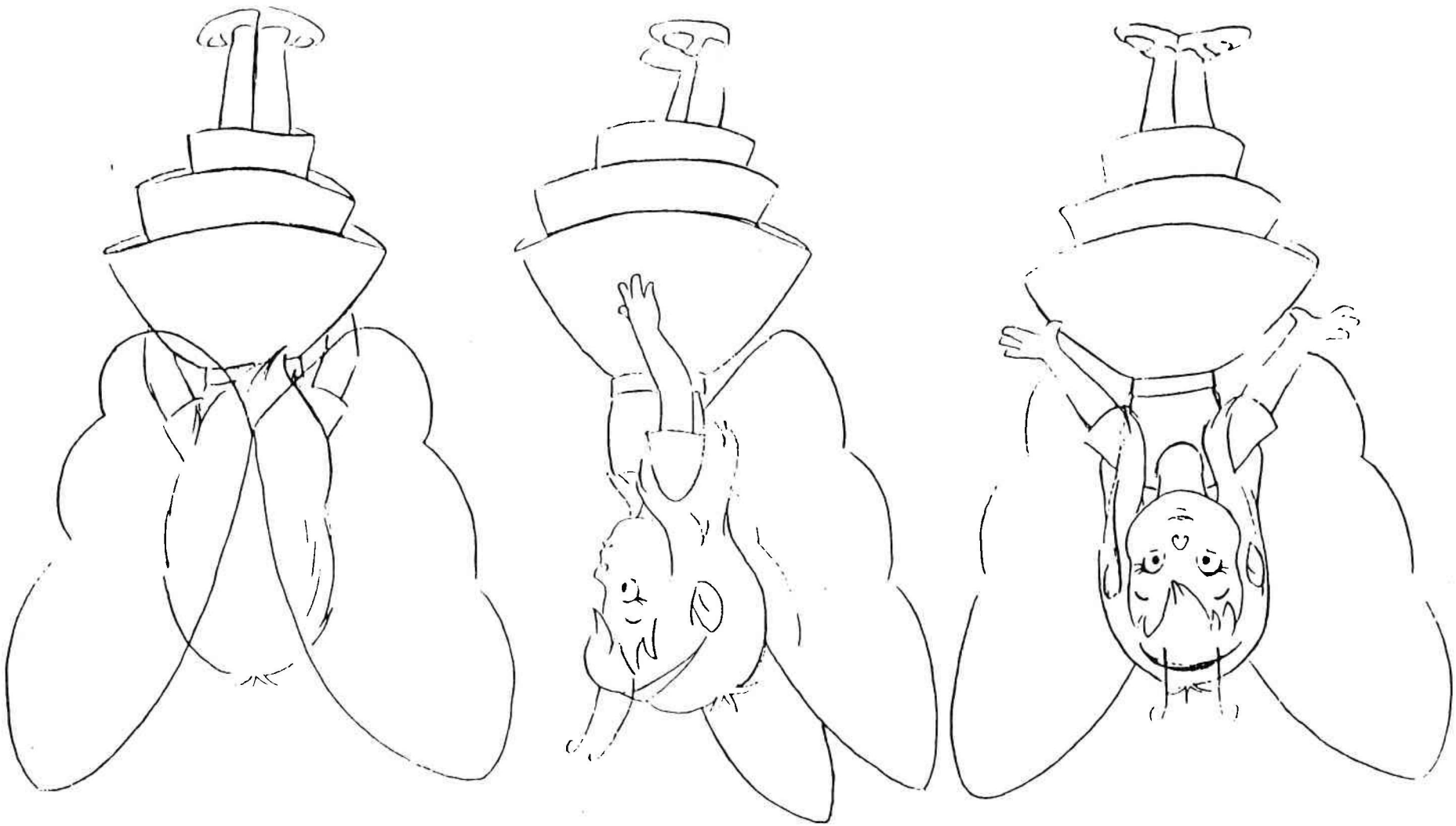
SIZE COMPARISON





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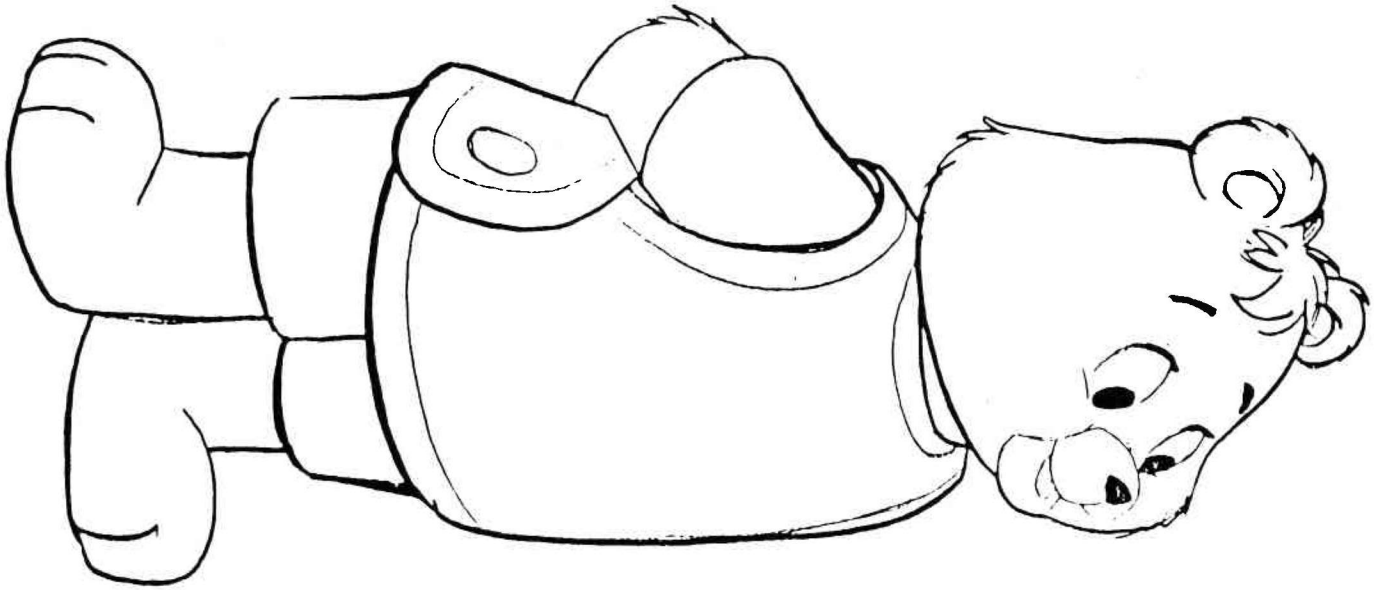

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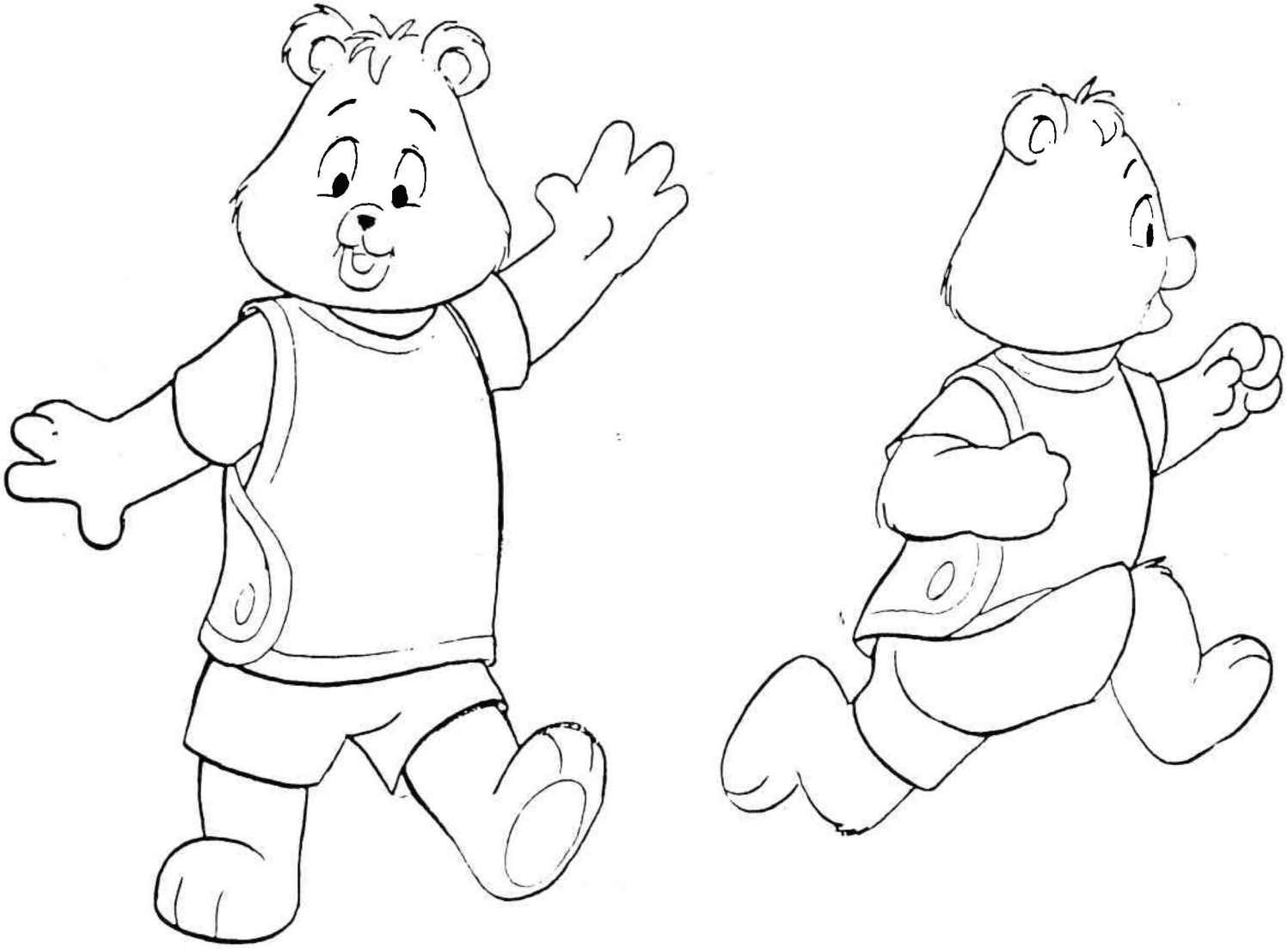

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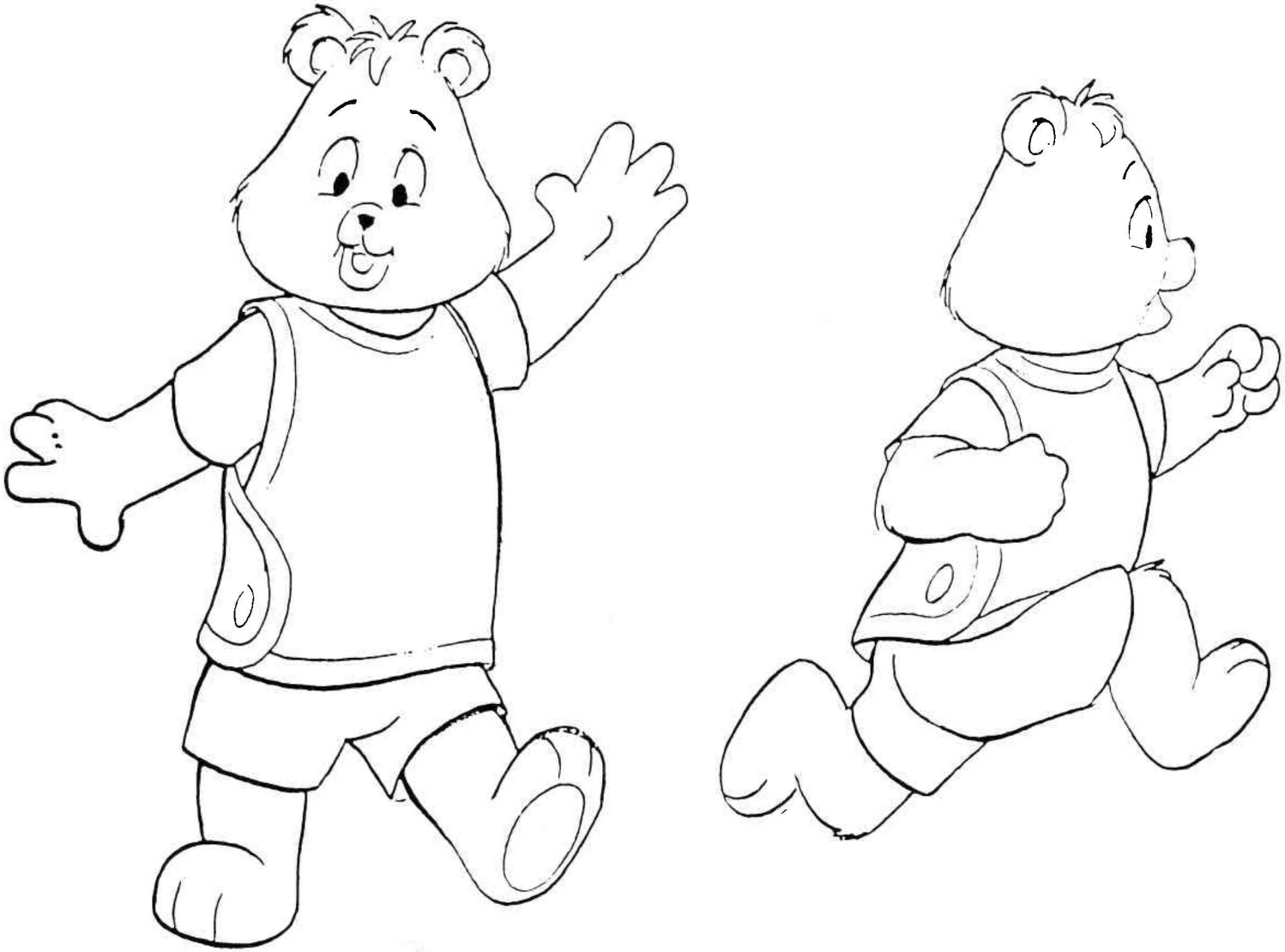

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GRUBBY

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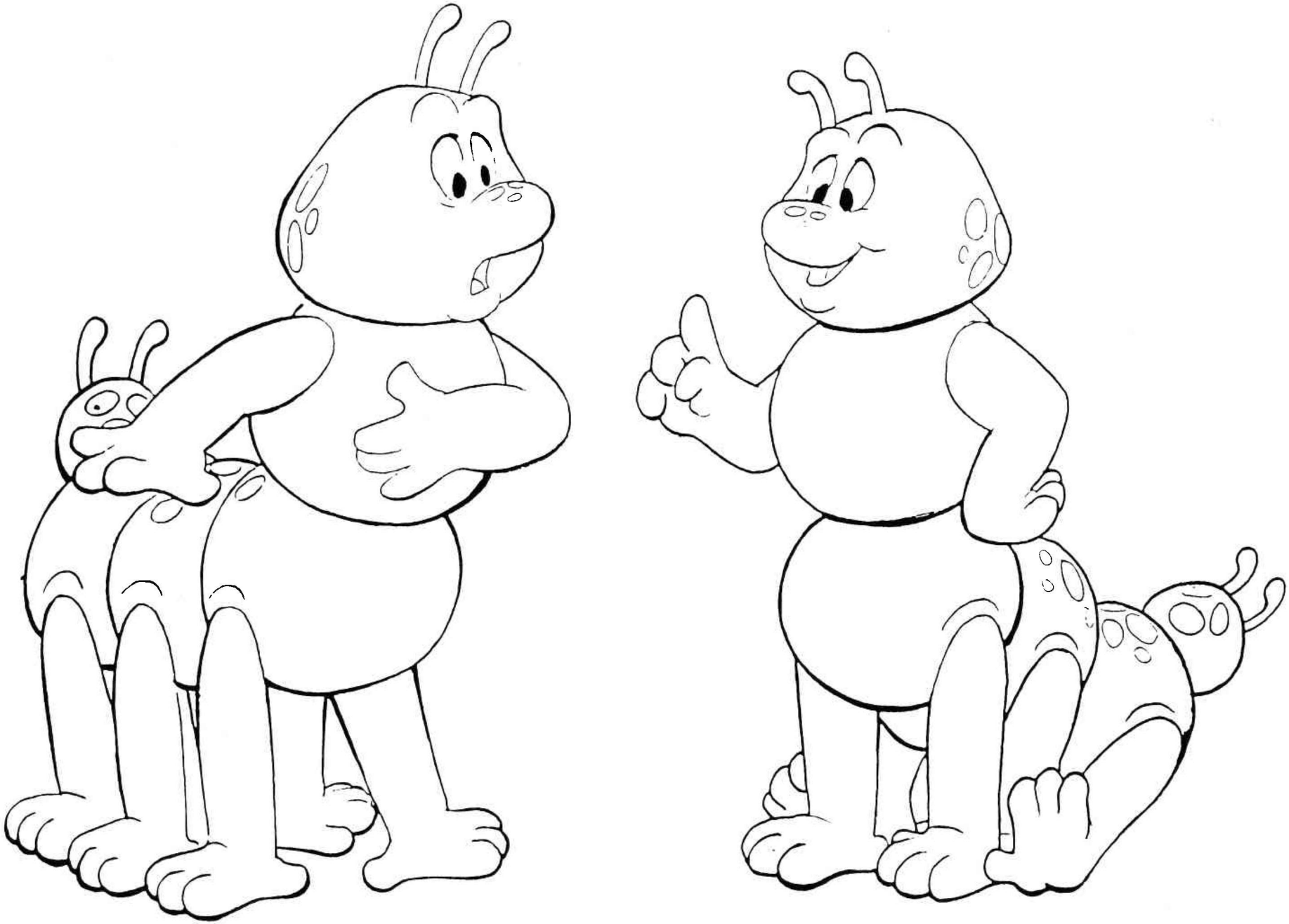
GRUBBY



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NEWTON GIMMICK

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NEWTON GIMMICK

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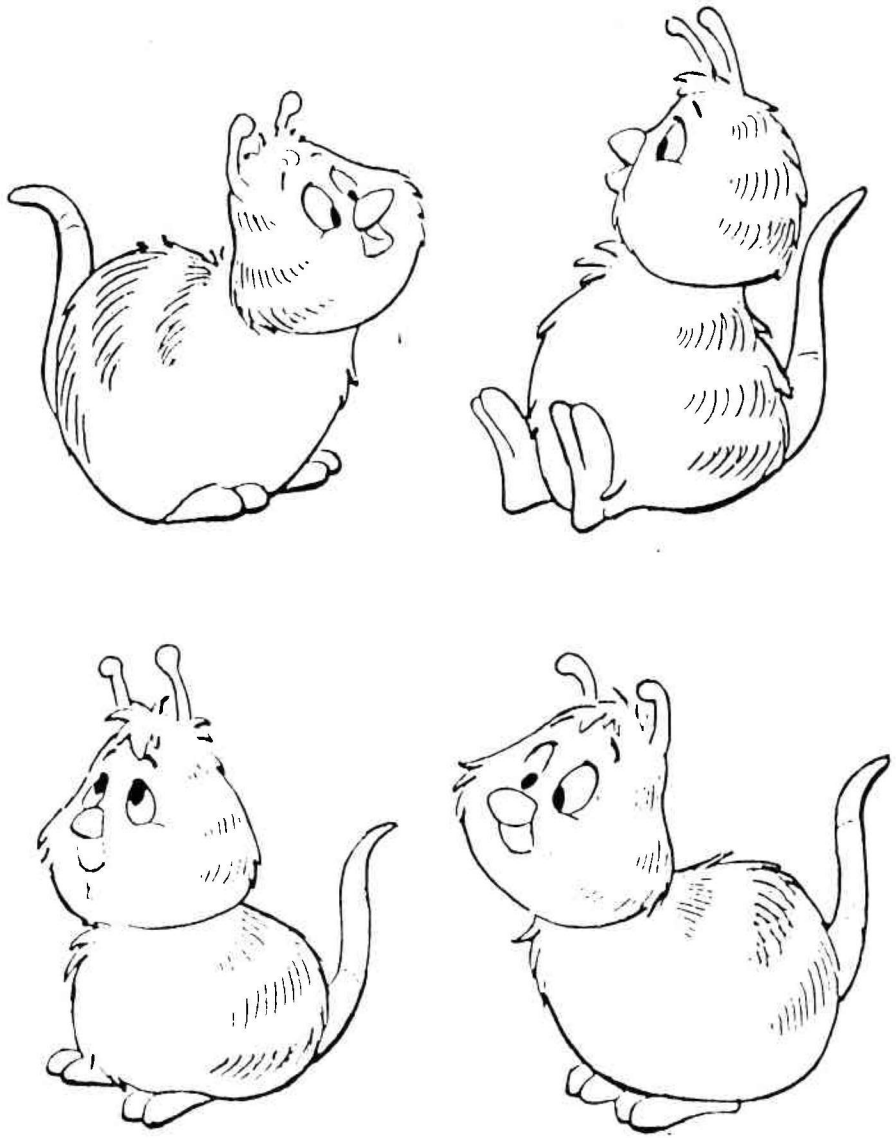
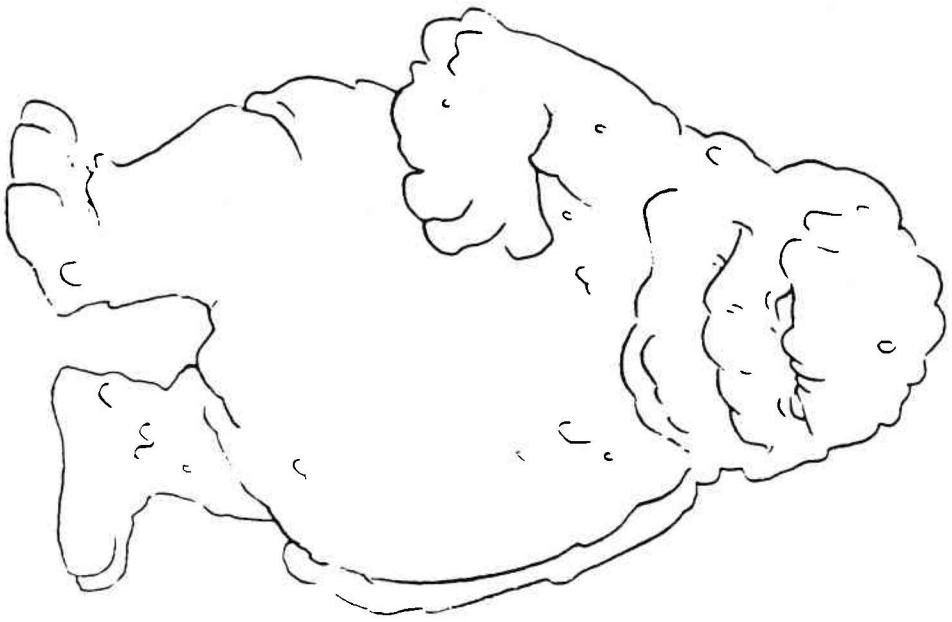
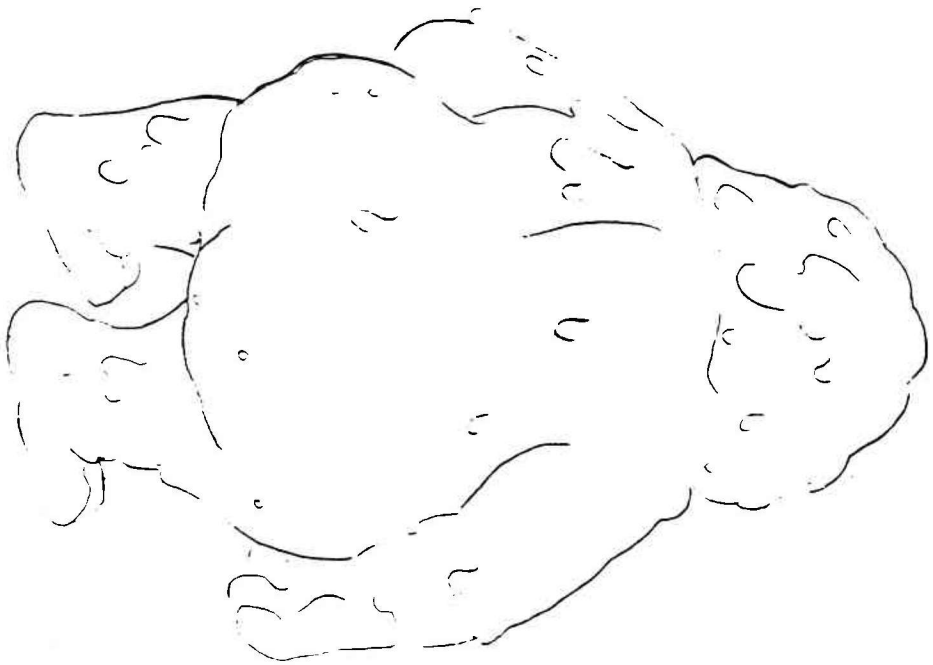
FOBS







"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 8 - AUTUMN

1. BOGGLEY WOODS: Teddy, Grubby and Gimmick are hiking in Boggley Woods, picking apples and roots. Also, Gimmick is teaching Teddy and Grubby to paint landscapes. When Grubby gets tired of painting the leaves and goes to play in them, they all get the funny feeling that they're being watched. They suddenly discover Boggleys everywhere.

2. FALLING FOR YOU/BOGGLEY CIRCUS: The Boggleys are suspicious at first, but Gimmick wins their trust by loaning them his hammer. They are industriously preparing for winter, and also demonstrate incredible acrobatic abilities. They use the piles of leaves the way a trapeeze artist uses a net.

3. GONE WITH THE WIND: Teddy, Grubby, Gimmick and Wooly make kites and go to Mizzley Meadows to fly them. Some of the elves in Wooly's class are riding on the kites. Everyone is having a great time until a string breaks and Seymour the elf is carried off aboard a runaway kite. They search for him, and find that he is safely with the Boggleys.

4. HARVEST GRUNDO STYLE: Wooly's garden yields a rich harvest, and Gimmick unveils a new invention to can fruits and vegetables for the winter months. It's not easy to keep FOBS out of applesauce.

5. AUTUMN ADVENTURE: Teddy and Grubby remember about "Make Believe" and surprise their friends with costumes. Gimmick and the FOBS recognize them more easily than Wooly does. Gimmick and Wooly also make costumes, and go with them to meet some spooky creatures dancing in the forest.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 9 - KING NOGBURT'S

1. A MESSAGE FROM OLD FRIENDS: An odd rhyming message arrives at Gimmick's from Prince Arin and Princess Aruzia. It seems to be an urgent SOS. Teddy, Grubby and Gimmick visit the wizard. Louie's footage of King Nogburt's castle shows an abundance of Trolls on the premises. Accompanied by Wooly, they set sail for the far off kingdom.

2. THE KINGDOM OF GRUNDO: Something is rotten in the kingdom of Grundo. A tyrannical dragon is now ruler of the land, and the royal family has dissapeared. Mysterious allies from the castle help Teddy and the others unravel the mystery and rescue the King, Prince and Princess.

3. DRAGON'S BREATH: Peasants in the countryside hide the royal family. In a dramatic encounter at the marketplace, King Nogburt challenges the dragon to joust his champion. Control of the kingdom will go to the winner.

4. THE JOUST: The dragon breathes fire, but Cowboy Wooly has some surprises in store for him. The contest is both action-packed and hilarious. Without divulging the victor, let's just say that the guy in the white hat wins.

5. THE RIGHTFUL KING: The kingdom's residents celebrate the outcome of the joust. It turns out that the mysterious allies in the castle are actually Gimmick's long lost brothers, Rhyme and Reason. They tell amazing tales of where they have been.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 10 - THE GREAT DESERT

1. TEDDY AND THE MUDBLUPS: While testing Gimmick's new storm detector, a double rainbow, the airship crashes in the Great Desert. Teddy, Grubby and Gimmick are captured by Mudblups. They must be clever if they are to escape.

2. DIG HERE: Leota and Wooly find the stranded adventurers, and bring them provisions. Gimmick makes a sand excavator to remove the Airship from the sand dune where it is buried. When the machine goes haywire, he accidentally tunnels far into the earth. The subterranean caverns are fascinating, but the group is in deep trouble.

3. UNDERGROUND WORLD: Trying to reach the surface, the group discovers spectacular natural wonders and increasing evidence that they are not alone down there. A patrol of Mudblups is hot on their trail, but Wooly encourages them to look elsewhere.

4. MOLE PEOPLE: The group is surrounded by lava and losing ground fast, when they are rescued by Mole People. They visit their colony, and and learn alot about mole culture. The friendship feast is crashed by Mudblups.

5. VOLCANO: The eruption of the Trembley Fault Volcano destroys the colony of the Mole People. Teddy and friends help them find a new place to live in the beautiful caverns that Leota discovered a few days earlier.

"THE ADVENTURES OF TEDDY RUXPIN"

WEEK 11 - THE RACE

1. THE RACE: Tweeg's Mom challenges all of Grundo to an "anything goes" vehicle race. Mechanics throughout the land start building unusual racing machines.

2. A BETTER DESIGN: Tweeg thinks that he can win by constructing a flying machine. The Bounders kidnap Leota to learn the secrets of aerodynamics, and the FOBS are the key to her rescue.

3. OPENING DAY: As the race starts, Wooly sees Tweeg and L.B. cheating. They have fastened a line to Teddy and Grubby's car from their own, and have more sabotage in store. Wooly is outraged. He quickly borrows a skate board from a nearby surf Grunge spectator, and joins the race in hot pursuit of Tweeg and L.B.

4. CROSS COUNTRY: Tweeg continually tries to sabotage Gimmick's car, but Gimmick has equipped his vehicle with a variety of ingenious devices to overcome sundry obstacles. Meanwhile, Wooly is somewhat out of control on the skateboard, but determined to catch Tweeg.

5. THE FINISH LINE: Wooly finally overtakes Tweeg and L.B., but not in time to prevent a massive pile-up which takes most contestants out of the race. In the tradition of "The Tortoise and the Hare", the winning car is driven by Arin and Aruzia, who have been driving cautiously and safely.